and the said justice shall have power to issue all process, and to do all acts which may be necessary to the exercise of his said jurisdiction, and may try and determine all cases whereof he may have jurisdiction, and may pronounce judgment and sentence to the same extent and manner as the circuit court for said county could do in such cases, if they were tried before said court without the intervention of a jury; provided, however, that if any person when brought before any justice, shall, before trial, pray a jury trial, or if the State's attorney for said county shall pray a jury trial for the alleged offence, on the part of the State, it shall be the duty of said justice to commit such offender for trial, or hold him to bail to appear for trial at the next circuit court for said county, or its next session, if it be in session, and to return the commitment or recognizance, with the names and residence of the witnesses for the prosecution endorsed therein, forthwith to the clerk; and it shall be the duty of said justice to inform the person charged, of his right to a jury trial in all cases.

## MESSENGER OF CIRCUIT AND ORPHANS' COURT.

P. L. L., (1860,) art. 16, sec. 74.

256. The messenger of the circuit court and orphans' court for said county, shall receive an annual salary of fifty dollars.

## 'NAVIGATION OF PATUXENT AND POTOMAC RIVERS.

1870, ch. 235.

257. All stationary or permanent weirs or hedges in the western branch of the Patuxent river, or on the eastern branch of the Potomac river and its tributaries in Prince George's county, are declared nuisances, and may be abated as such by any person.

## Ibid.

258. If any person shall place or make any stationary or permanent weir or hedge in the said branches, or their tributaries, contrary to the provisions of the preceding section, he shall forfeit the sum of twenty-five dollars, to be recovered before any justice of the peace of said county, one-half to the informer or person who may sue for the same, the other half to be paid to the justice